EA SPORTS™

RUGBY 2005

EVERYONE

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ❖ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ❖ Do not bend it, crush it, or submerge it in liquids.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional rest break during extended play.
- ❖ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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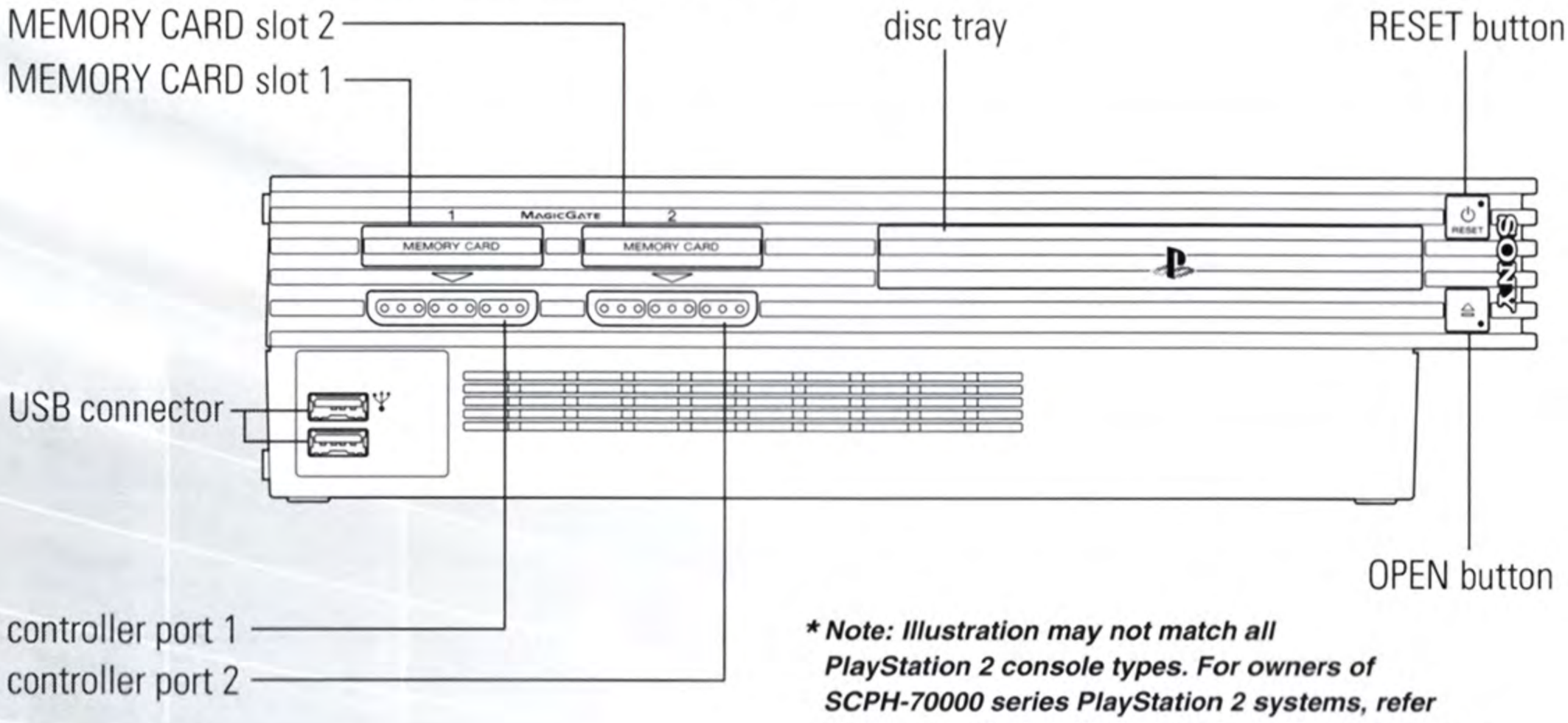
Check out EA SPORTS™ online at **www.easports.com**.

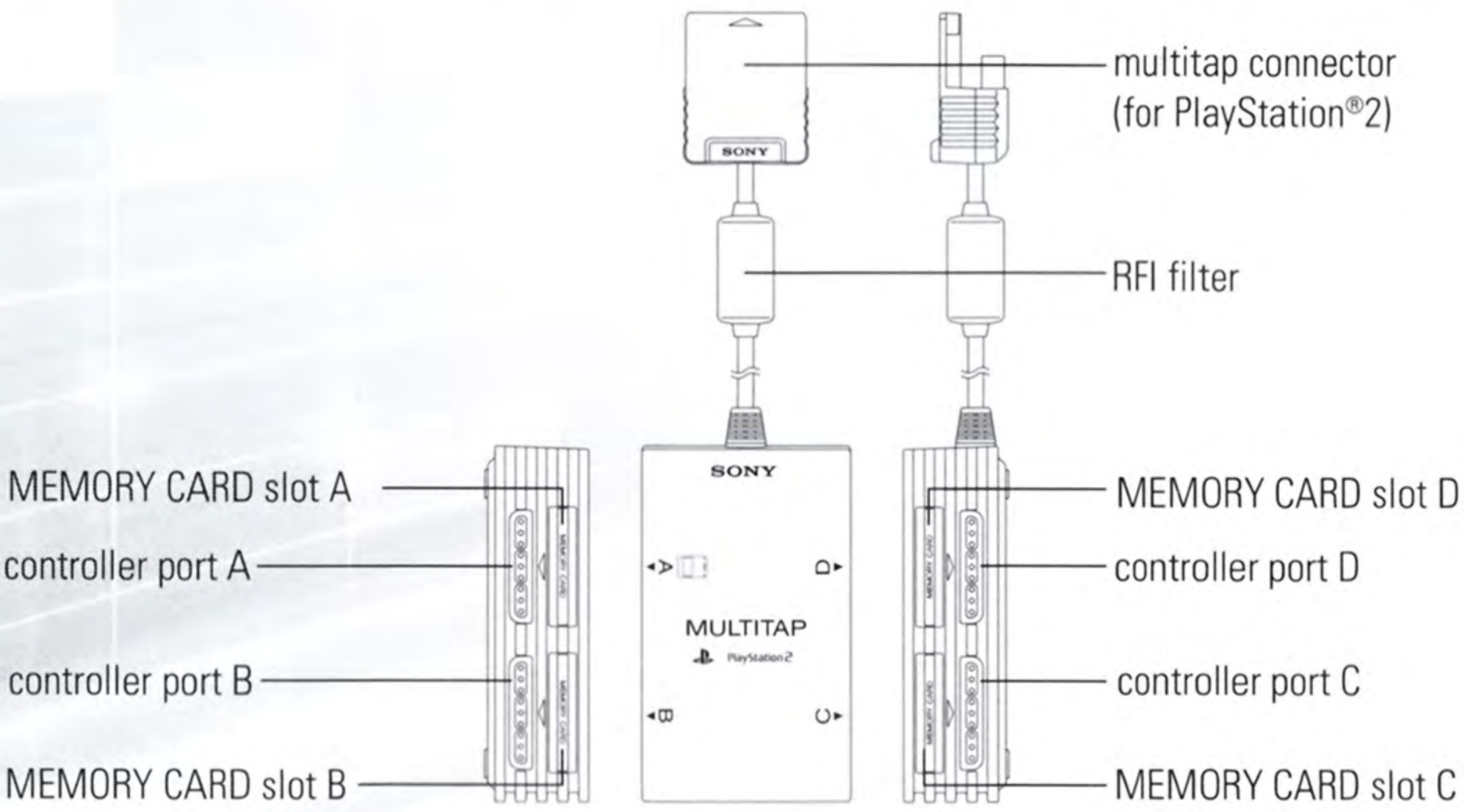
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



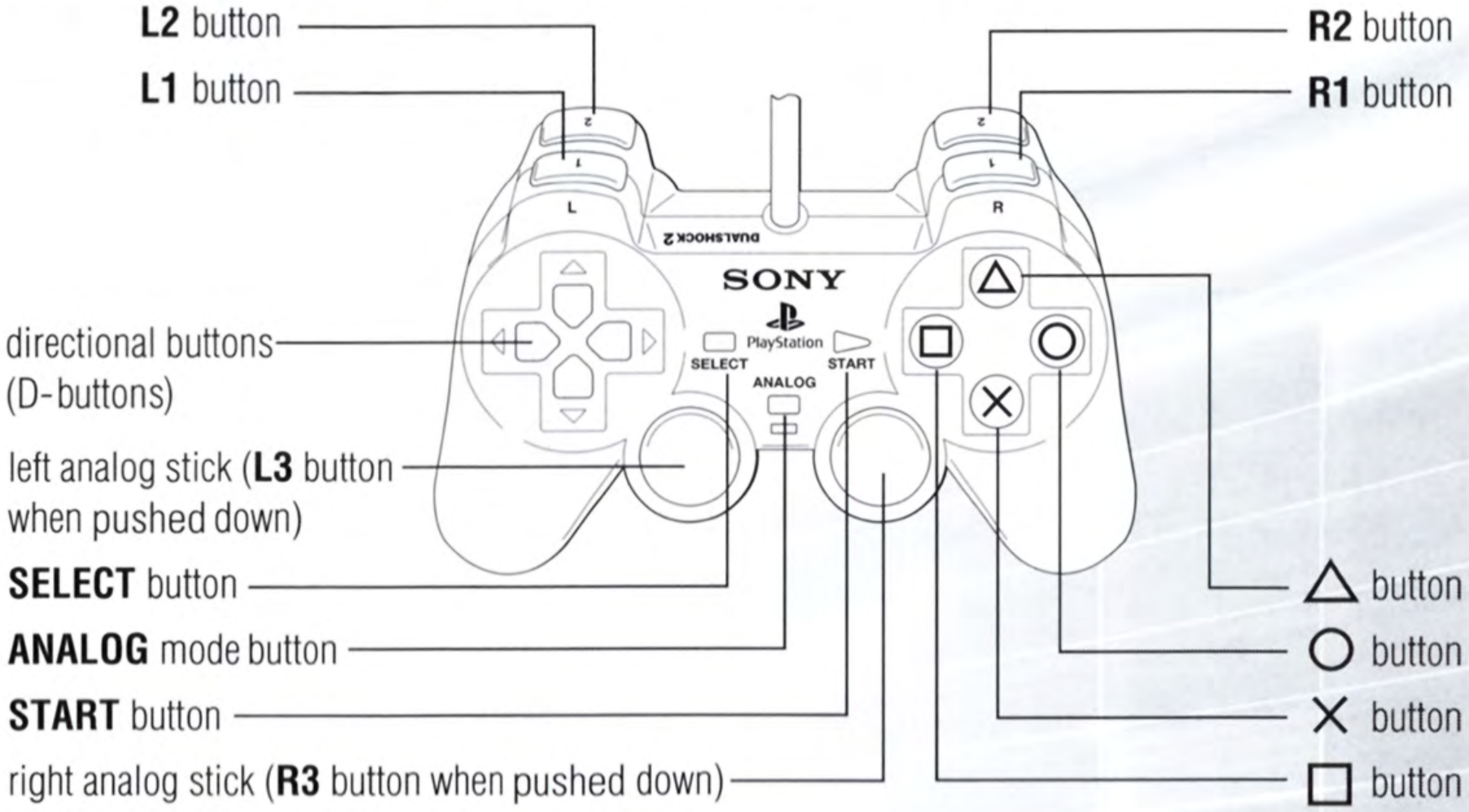
Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Rugby 2005* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS	
Highlight menu items	D-button ↕
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	⊗ button
Return to previous screen	△ button

COMPLETE CONTROLS

For an introduction to both basic and advanced tactics, be sure to check out the tutorial video (see *Rugby 101* on p. 10) for guided, step-by-step exercises.

GENERAL GAMEPLAY

Build momentum with a shoulder charge or avoid being tackled with creative side-steps—the power is in your control.

PLAYER WITH BALL	
ACTION	**CONTROLS**
Move player	left analog stick
Sprint	R2 button
Pass left/right	L1 button/R1 button
Long pass left/right	L1 button /R1 button (hold)
Dummy pass	L1 button then tap the R1 button (or R1 button then tap the L1 button) before pass is executed
Pre-Set pass left/right	Tap L1 button/R1 button (before pass is received)
Sidestep	right analog stick (90° from running direction)

PLAYER WITH BALL (CONT.)	
Handoff	right analog stick (180° from running direction)
Shoulder charge	right analog stick (in running direction)
Score try	⊗ button (when near or inside goal-line)
Defensive touchdown	○ button (when behind own goal-line)

PLAYER WITHOUT BALL	
Move player	left analog stick
Change controlled player	L2 button
Sprint	R2 button
Tackle	Run into opposition player
Dive tackle	⊗ button
Dive on loose ball	⊗ button
Call a Mark	□ button (before catching opposition's kick in your 22m area)
Soccer kick	△ button (hold while running over loose ball)
Jump (for catch from a kick)	○ button

SCRUMS	
***Ready players for attacking set play** (before feed)	D-button ← Classic/↑ Dummy Switch/ → Pivot/↓ Pocket
***Feed Ball**	⊗ button
***Aim feed** left/right	right analog stick ↔
***Initiate set play once ready/Scrum half pass** (to the backs)	L1 button/R1 button
Hook ball	□ button
Push/Rotate scrum	left analog stick
No. 8 pick up and run	□ button/○ button
Scrum half kick	△ button
****Collapse scrum**	**R3** button
****Ready players for defensive set play** (before feed)	D-button ← Standard/↑ Kick/ → Wide/↓ Tight

* Attacking team only. ** Defending team only.

EA SPORTS TIP: Angling a feed, hooking too early, and collapsing a scrum are illegal moves and could result in a Free Kick or Penalty.

RUCKS	
Bind player	⊗ button
***Pick up and run**	□ button/○ button
***Pick up and pass** (to the backs)	L1 button/R1 button
***Pick up and pass** (to the forwards)	L2 button/R2 button
***Pick up and punt**	△ button
***Ready players for attacking set play** (when ball won)	D-button ↑ Dummy Switch/→ Pivot/ ↓ Pocket/← Classic
***Initiate chosen set play**	L1 button/R1 button

RUCKS (CONT.)	
****Kill ball**	**R3** button (hold)
****Use hands**	**R3** button (tap)
****Ready players for defensive set play** (when ball lost)	D-button ⬅ Standard/ ⬆ Kick/ ➡ Wide/ ⬇ Tight

* Attacking team only. ** Defending team only.

EA SPORTS TIP: Killing the ball in a ruck (deliberately preventing the opposition from using it) is a useful tactic when you are under pressure, while handling the ball is a good way of gaining possession. However, both are illegal and could result in a penalty (and a caution for the infringing player).

MAULS	
Bind player	⊗ button
Push	left analog stick
***Pick up and pass** (to the backs)	L1 button/ R1 button
***Pick up and pass** (to the forwards)	L2 button/ R2 button
***Second row pick up and run**	▢ button/◯ button
***Scrum half kick**	△ button
****Collapse maul**	**R3** button

* Attacking team only. ** Defending team only.

EA SPORTS TIP: You must keep the ball moving when in a maul or your team will be penalized. Collapsing a maul is an illegal move and could result in a penalty.

LINE OUTS	
Ready throw-in (short/medium/long)	⊗ button/◯ button/△ button (hold)
Angle throw-in left/right	right analog stick ⬌
Trigger receiver (short/medium/long)	D-button ⬇/➡/⬆
Release throw-in	Release ⊗ button/◯ button/△ button

EA SPORTS TIP: Angling a throw is illegal and could result in a Free Kick.

OPEN PLAY KICKS	
Punt	⊗ button
Grubber kick	△ button
Soccer kick	△ button (hold and run onto loose ball)
Up and under kick	▢ button
Drop-goal attempt	◯ button

NOTE: Use the left analog stick to direct kicks. Hold the kick button to power up the kick.

PLACE KICKS AT GOAL	
Aim kick	left analog stick
Start/Stop filling kick gauge	⊗ button/⊗ button
Stop kick gauge in center of Accuracy Zone	⊗ button

TAP KICKS

PLAYER WITHOUT BALL	
Tap and run	⊗ button/▢ button/◯ button

NOTE: 'Tap' kicks result from selecting Run after being awarded a Free Kick or Penalty.

SETTING UP THE GAME

Create a **User Profile** to track and save your settings preferences, stats, and favorite international team. After selecting a favorite team, it becomes the default choice in Play Now and Practice modes.

PLAY NOW

After selecting PLAY NOW from the Main menu (for the first time), you must complete a rugby tutorial to help get you familiar with the basic controls and tactics. Once these exercises are complete, you'll have access to the Game Modes menu.

CONTROLLER SELECT SCREEN/TEAM SELECT SCREEN

From the Controller Select screen press the D-button ⬌ to move the controller icon over to the team you wish to play for. When playing with two players, you can choose to play cooperatively or against each other. You can play as any INTERNATIONAL, SUPER 12, EUROPEAN, or REPRESENTATIVE squad.

Once the teams, location, and match parameters are set, you can edit your lineup and change your default Kicker (K) and Captain (C):

- ❖ To swap players press the D-button ⬍ to highlight a squad member. Press the ◎ button to view his stats; press the ⊗ button to select him.
- ❖ Press the D-button ⬍ to highlight the player to swap with and press the ⊗ button. The two players swap positions.

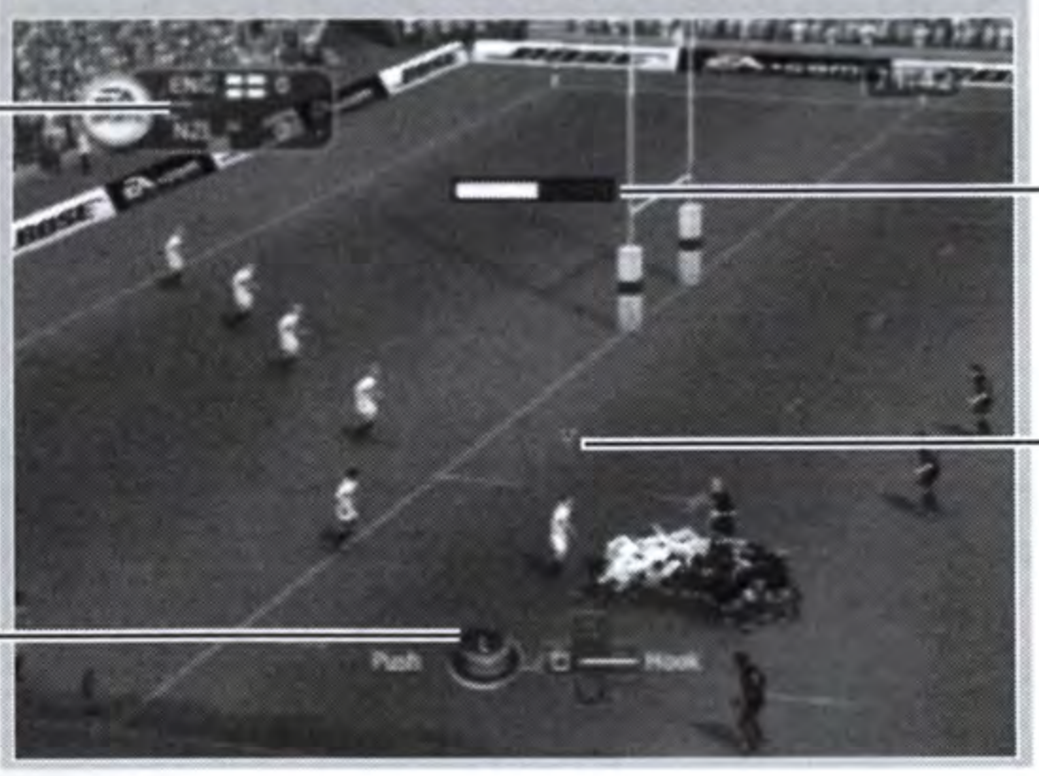
NOTE: **Substitutes are numbered 16-22. Reserves, who cannot be used in a match, are shown with the letter R next to their name.**

- ❖ To change your Kicker or Captain, highlight the player you wish to take on that role, then press the R1 button or the L1 button respectively. Select DONE to continue to the kick-off.

PLAYING THE GAME

Lightning-fast backs, 300-pound forwards, huge hits, and no pads … this is Rugby in its greatest glory.

GAME SCREEN



THE MOMENTUM METER

The Momentum gauge displays the team currently in the ascendancy in the match. Retain control of the ball to fill the gauge and further increase your chances of keeping it. Constantly recycle possession in order to build team momentum and disrupt your opponent's efforts with big hits and by finding touch.

The gauge is affected by such factors as the participation of a commanding player, home advantage, previous results and the opposition's skill.

THE SCRIMMAGE BAR

During a ruck, maul, or scrum, bars in the colors of both teams appear above the scrimmage, indicating the amount of control each team possesses at that moment. The amount of control a team can seize is affected by several factors, including which team went into the scrimmage with the ball in their possession, the ability and number of the players binding in, and general team ability.

SET PLAYS

During scrums and mauls, both the attacking and defending teams can employ set plays when the ball is loose. The Set Play indicator displays the options available to the attacking team.

TO INITIATE A SET PLAY

SCRUMS

1. Before the ball is played out from the scrum, the attacking team (with the feed) selects one of four attacking set-play moves by pressing the D-button. The defending team selects one of the four defensive set-play formations, depending on what he thinks the attacking team will do with the ball once released.
2. If the ball is successfully hooked by the attacking team, the Scrum Half initiates the chosen set play automatically when he passes it out to the backs. The marker above the Scrum Half's head flashes red when his players are not in formation for the set play. Once the marker turns green the set play can be initiated.
3. Four button icons briefly appear over four separate players' heads. Press the corresponding button to select one of these players to control.

EA SPORTS TIP: The Pocket play is a kick-based set play, so no icon appears.

RUCKS

- Once the ball is won in the ruck and before the ball is released from it, the attacking team can select one of four attacking set-play moves by pressing the D-button. Similar to a scrum situation, the marker flashes red when players are not in formation for the set play. Once the marker turns green the set play can be initiated.
- Once the ball is lost and, if able, before the attacking team releases it from the ruck, the defending team selects one of the four defensive set-play formations, depending on what they think the attacking team will do with the ball once released.

PENALTY OPTIONS

Upon being awarded a penalty, you have the option to KICK AT GOAL, PUNT up the field or into touch, force a SCRUM with your put-in, or just take a tap-kick penalty (a kick to self) to restart the game with possession and RUN with the ball. Weigh up such factors as the state of the match and how far you may be from the opposition's goal-line.

PAUSE MENU

Press the START button to access the Pause menu. Here you can view instant replays, make substitutions or change your kicker, view match stats, adjust the camera angle, tailor game settings, and resume or quit the current match. If you quit a Tournament mode game you automatically forfeit the match.

NOTE: You may replace up to seven players during a match (but only one during stoppage).

NOTE: When one of your players is injured during play, the Replace Injured Player screen appears, listing all the possible replacements. To replace the injured player (shown at the top of the screen), highlight and select a substitute to come into the game.

NOTE: When changing your kicker, each player's Goal Kicking Rating is displayed to assist you.

PLAYER ATTRIBUTES

POSITIONS			
PR	Prop	**FH**	Fly Half
HK	Hooker	**WG**	Wing
SR	Second Row	**CT**	Center
FL	Flanker	**FB**	Full Back
N8	Number 8	**R**	Reserve
SH	Scrum Half		

SPECIAL ABILITIES	
Command	Boosts team momentum
Passer	A teammate's sprinting rate and handling improves when receiving the player's pass
Playmaker	Success rate of set plays improves
Scoring	Performs well in key attacking plays
Tactical Kicking	Excels at kicking for position
Crash Ball	Excels at breaking the gain line
Tackle Breaker	Increases chances of breaking the tackle
Tackling	Increased chance of forcing a knock-on or turnover
Ball Winner	Increased likelihood of winning a loose ball
Defensive Organizer	The team's defensive abilities improve
Scrummager	The team's scrummaging rating improves
Jumper	Increases chances of winning line-outs

GAME MODES

After you hone your skills, make a run for the 6 Nations and European Cup championships or take on teams in the Super 12 and European Domestic Leagues.

TOURNAMENTS

Go for glory in World Championship, Tri-Nations, Six Nations, Super 12, and European Trophy tournaments or lead the British Lions on a tour. You can also take part in a Ten Nations tournament, comprising the Six Nations and Tri-Nations sides along with Argentina, or take a club to global glory in the World League.

SQUAD SELECTION (INTERNATIONAL TOURNAMENTS ONLY)

Select AUTOFILL to choose a default squad or EDIT the lineup yourself from the list of available players. To choose a squad yourself, select EDIT and scroll through the available player list. To select an eligible player for squad, highlight his position and press the ⊗ button assign him to it. You have 30 slots to fill.

NOTE: From the Lions Tour settings choose whether to include Warm-Up Matches against club teams before taking on the national side (Lions Tour Only).

TOURNAMENT MENU

Next Match — Play the next scheduled match. See *Play Now* on p. 6 for information on how to start a match.

Standings — View the current league standings.

NOTE: **Dif: Net points difference; BP: Bonus Points; PTS: Tournament points gained.**

Fixtures — Look through the upcoming Pool, Divisional, or Knockout fixtures.

Squad/Squad Information — Get an overview of each player's GENERAL, SPECIAL ABILITIES, and PLAYER ATTRIBUTES stats and squad trade information (World League only).

Statistics — Get a full run-down of current scoring and disciplinary data for your entire squad.

NOTE: **Pens: Successful penalty kicks; GK%: Percentage of successful penalty kicks and conversions; DG: Drop-goals; PTS: Individual Points scored.**

Save Game — Save the current tournament to a memory card (8MB) (for PlayStation®2). See *Saving and Loading* on p. 11 for more information.

Quit — Confirm at the prompt to exit the current Tournament and return to the Main menu.

WORLD LEAGUE

Starting with a modest squad of players, maintain a winning momentum to earn star purchases (via Trade points). See if you can progress through the league's three divisions while contesting a Knockout Cup each season. See *Tournament Menu (World League only)* below for more information.

TOURNAMENT MENU (WORLD LEAGUE ONLY)

There are additional menu options for this tournament:

Player Recruitment — Scroll through Free Agents, International, Super 12, and European, and other players' stats, trade point, and maintenance costs. Depending on your choice from the World League Settings screen, you can trade between one and five players per season (and up to 30 during the close season). Trading players requires Trade Points.

Team Record — Chart your team's match record and final divisional position over the seasons.

Trade History — Check your team's Incoming and Outgoing player trades since the start of the World League.

TRADE POINTS

In order to buy a player you need the compile the required number of Trade Points (you will not receive anything for a player traded out). Your first season begins with 12 points but you can add to this total with every tie, win, and try scored. Finishing the season at the top of a division rewards you with bonus Trade Points.

MAINTENANCE POINTS

Maintenance Points are similar to wages. Your Maintenance and Trade Point status are displayed after each match. Point balances can also be found on the Squad Information and Player Recruitment screens.

NOTE: **You must have enough Maintenance Points at the end of the season to cover the combined point value of all your players.**

TO MAKE A PLAYER TRADE:

1. Select PLAYER RECRUITMENT from the World League menu; cycle through available players.
2. Select a player from any available team. His current Trade Point and Maintenance Point value appears beside his name.
3. To trade the highlighted player, press the ⊗ button (your club's team sheet appears). Highlight a current squad player you wish to replace and select him. The players are traded.

TOURNAMENT REGULATIONS

INJURIES

Some players remain sidelined longer than others—it all depends on the severity of the injury. The team that has strength in numbers stands the best chance of building momentum through a tournament.

DISCIPLINE

If a player receives a yellow card he is 'sin binned' (removed from play) for ten minutes. If two yellow cards are handed out, or if the player commits a foul that is serious enough to warrant a red card, he is disqualified from the match. His team cannot sub in another player in his absence.

PRACTICE

Hone your skills in the basics of the game. You can practice in the following modes: BASIC TRAINING, FREE PLAY, SCRIMMAGE situations, and GOAL KICKING.

RUGBY 101

Learn more about the game of Rugby from the coaching video that covers basic and advanced tactics and rules.

CREATE PLAYER

Customize a player and add him to any squad.

NOTE: You can create up to 89 players. A list of created players can be found from *My Rugby* (see p. 11).

PLAYER FACE

Choose to CREATE A NEW PLAYER FACE from scratch using a template as a starting point or EDIT A CURRENT FACE and base his look on an existing player. To add your player to a squad at any time, return to the Create Player menu and select ADD TO ROSTER.

PLAYER ATTRIBUTES

Determine where your player's strengths (and weaknesses) lie by assigning ratings to attributes such as Speed and Scrummaging. You can increase up to three special abilities (e.g. Command and Ball Winner).

PLAYER ACCESSORIES

Customize your player's look with a few extras such as Wrist Tape to make him stand out on the field.

PLAYER INFORMATION

Give your player a name using the on-screen keyboard. You can also select a commentary name—the name that's used to identify your player during in-game commentary. Once names are chosen, assign a Body Type and Nationality for your player, then allocate appropriate Primary, Secondary, and Alternate Positions to him that make the most of his stats.

ADD TO ROSTER

To add a created player to a team, highlight an active player (currently on the roster), and press the ⊗ button. The new player is added to the lineup; the replaced player moves to one of three Storage Teams.

NOTE: If you want the player to play for both a club and an international team, repeat the steps above. However, he may only be added to the national squad that corresponds to his own nationality.

❖ You can reset all modified rosters and delete created players from the My Rugby menu (see p. 11).

MY RUGBY

SQUAD MANAGEMENT

Customize squads, change your Kicker and Captain, and access detailed information on every player.

PLAYER STATS WINDOWS

GENERAL Lists basic information including his primary and secondary/alternate positions.

SPECIAL ABILITIES A highlighted star next to a skill indicates a special ability.

PLAYER ATTRIBUTES Competence over multiple playing attributes.

SWAPING PLAYERS

TO SWAP TWO MEMBERS OF A SQUAD:

1. Highlight the first player you wish to swap. Press the ⊗ button then select SWAP.
2. Highlight the second player and the press the ⊗ button. The players are swapped.

NOTE: When selecting a player to swap from a club side, he can be swapped within his own squad or swapped with any other player from any European or Super 12 club. When selecting a player from an International side, he can be swapped within this squad only.

TO REPLACE A PLAYER:

1. Highlight the player you wish to replace. Press the ⊗ button and then select REPLACE.
2. Toggle through players listed by their nationality. Highlight and select any player to replace the player in your squad.

NOTE: When selecting a player to replace from a club side, he can be replaced by any other player drawn from any nationality who is not already a member of a European or Super 12 club. Players already in a club side are greyed out, signifying that they cannot be chosen as a replacement. When selecting a player from a National side, he can be replaced in that side by any other player of the same nationality who is not already in the squad.

HALL OF FAME

Admire your personal User records, and stroll past the Trophy Cabinet and your major tournament victories.

CREATED PLAYERS

Edit or delete players that you've created from the Create Player screen. See *Create Player* on p. 10 for further information on editing players.

GAME SETTINGS, SYSTEM SETTINGS

Adjust Gameplay Options, change your Favorite Team, or alter Jukebox, Sound and Display options.

SAVING AND LOADING

Save, load, or delete User Profiles, customized team rosters, or Tournaments.

SAVING AND LOADING USER PROFILES AND ROSTERS TO A MEMORY CARD

1. Select MY RUGBY from the Main menu.
2. Select SAVE/LOAD for loading or saving options, then select the appropriate MEMORY CARD slot.
3. Press the L1 button or the R1 button to toggle between Profile or Roster saves. Choose whether to overwrite an old Profile or Roster or create a new one. Note that you cannot save a Tournament from here, though you may load one.

NOTE: To delete a User Profile or Roster, select SAVE, highlight it and press the ◉ button.

NOTE: When starting a new game, the last Profile saved is automatically loaded.

SAVING AND LOADING (CONT.)

SAVING A TOURNAMENT

From the Tournament Menu screen, select SAVE GAME to overwrite or delete any previously saved Tournament (or create a new save). You may load a Tournament from here or from the Main menu.

NOTE: **Tournament data is not automatically saved. Save your Tournament progress manually.**

HINTS AND TIPS

THE SCRUM

- Angle the feed into the scrum to lessen the chances of the opposition hooking the ball away from you. The further you hold the direction, the greater the angle of the feed. Be aware that the referee may penalize you with a Free Kick.
- Timing your push to perfection significantly increases your chances of winning scrums against the head.
- Rotating the scrum is a good tactic to use if your team is being driven back by the opposition pack. Collapsing the scrum is an emergency response if your team is being driven back by the opposition pack in a dangerous position.

KICKING

- The better your kicker's Goal Kicking ability, the longer you have to time the kick with the Kick gauge.

SIDESTEPPING

- A sudden burst of speed in combination with a sidestep can be more effective than a sidestep alone.

ADVANTAGE

- When an advantage is being played in your favor, take more risks than usual (with the knowledge that play will be pulled back if it all goes horribly wrong). Advantage is indicated when a notification box appears below the scoreline.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

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EA WARRANTY CONTACT INFO

E-mail and Website: http://techsupport.ea.com
Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

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TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: http://techsupport.ea.com

Mailing Address: Electronic Arts Technical Support, PO Box 9025, Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

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